

above:

We Were All Feathers transforms the gallery into a living diagram, an intuitive testing site where abstract forces become tangible through playful, collective interaction. Drawing upon the global phenomena of ocean and wind currents, unseen yet deeply influential, the installation acts as a poetic analogy for the subtle but powerful systems that shape both natural landscapes and human experiences.

We Were All Feathers is less about explaining phenomena and more about embodying them, offering a site of gentle negotiation between observation and participation, presence and ephemerality.
Author, 2022

cover:

Systems Vs. Public Image at the Donald C. Tillman Water Reclamation Plant, Van Nuys, Author, 2020

While the installation can be read as a reference to wind, water, heat, growth, or erosion, it resists fixed meaning. Instead, it invites intuitive play and observation, a space reminiscent of an all-ages sandpit, where viewers are encouraged to reconnect with live matter and reawaken their responsiveness to change.

p2 we were all feathers  2022

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William Mead Homes Transformation Plan

Over the course of two years, my team at RIOS collaborated on the William Mead Homes Transformation Plan, a comprehensive, resident-informed vision for the redevelopment of one of Los Angeles' historic public housing communities. We were subcontracted by the Housing Authority of the City of Los Angeles (HACLA) to support a bold initiative: increasing the number of low-income housing units on-site from 415 to 1,600, while creating a phased development strategy that would allow current residents to remain on-site throughout construction, avoiding displacement.





¡Digámos lo que piensa!
Quý vị nghĩ như thế nào?
請把您的想法告訴我們！

* How would you IMPROVE this site concept? What do you like about this design? Why?
¿Cómo MEJORARÍA este concepto de sitio? ¿Qué te gusta de este diseño? Por qué?
Quý vị sẽ CẢI THIỆN khái niệm khu nhà này theo cách nào? Bạn thích điều gì về thiết kế này? Vì sao?
你喜欢这个设计的什么？为什么？您將如何改進該場地概念？



Community engagement was central to the planning process. We led five multilingual public workshops, conducted in four languages, to ensure accessibility and inclusivity. These sessions covered key planning elements such as building density, circulation and accessibility, and the balance of public and private space. Engagement activities ranged from early-stage, interactive tools like LEGO and board game-style exercises to more advanced comparative studies and formal feedback mechanisms as the plan evolved.

Our team also managed the production of the plan document itself, translating complex urban design ideas into clear, compelling visuals. The graphics and diagrams effectively communicated spatial concepts and design decisions shaped through ongoing community input.

The proposed transformation of William Mead Homes goes beyond housing. The plan introduces expanded and improved centralized health and community services, reinforcing HACLA's long-term commitment to the well-being of its residents and honoring the historical legacy of William Mead. The result is a resilient, equity-driven vision for redevelopment.



Tower Hill Garden

Located in the seaside midcentury suburb of Somers, this garden evokes local coastal diversity through the playful use of color, texture and scale. Five planting families are developed to represent the environmental zones occurring along coastlines in Southern Victoria to treat the site as a climatic microcosm of biodiversity. Ideas of color gradients, coastal succulents and aquatic landscapes are used as inspiration for this curious and tranquil space.

The aesthetic of the three bedroom 70's family beach home is complimented and enhanced by the 'pseudo Japanese garden meets quintessential 1970's bush garden'. Provided in the proposed design is a natural self filtering pool, limecrete walk ways, gravel patio, natural sight and wind screening and in-ground trampoline.



coastal euphorbia color gradients





Legend:

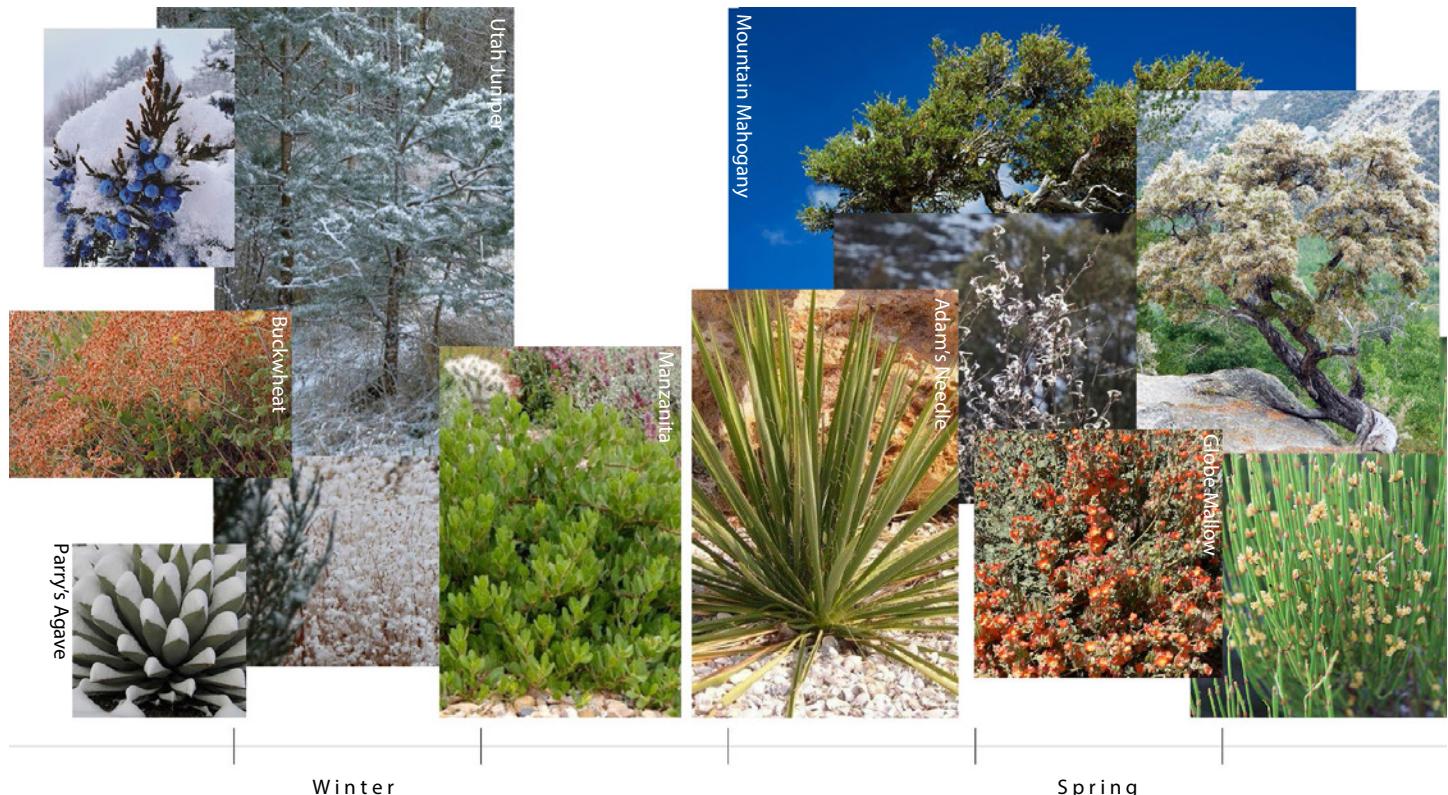
- Existing tree
- Proposed tree
- Tree for removal
- sandstone stepper
- Boulders
- Hardwood habitat logs
- GB01 - Bright Meadow Mix
- GB02 - Hardy Scrubland Mix
- GB03 - Coastal Limelight Mix
- GB04 - Seafoam Jungle Mix
- GB05 - Deep Glade Mix
- Existing native lawn
- Cement stabilised limestone toppings
- Bateford limecrete
- Native hardwood timber deck
- Crazy pave
- Exposed aggregate driveway (proposed)
- Exposed aggregate driveway (existing)

The Point Promenade

Located in one of the fastest-growing residential and economic corridors in the United States, the Point of the Mountain redevelopment is a visionary project set on the former Draper State Prison site. Envisioned as a 15-minute city with a vibrant commercial downtown, the plan redefines how growth, mobility, and ecological sensitivity can shape urban development in Utah.

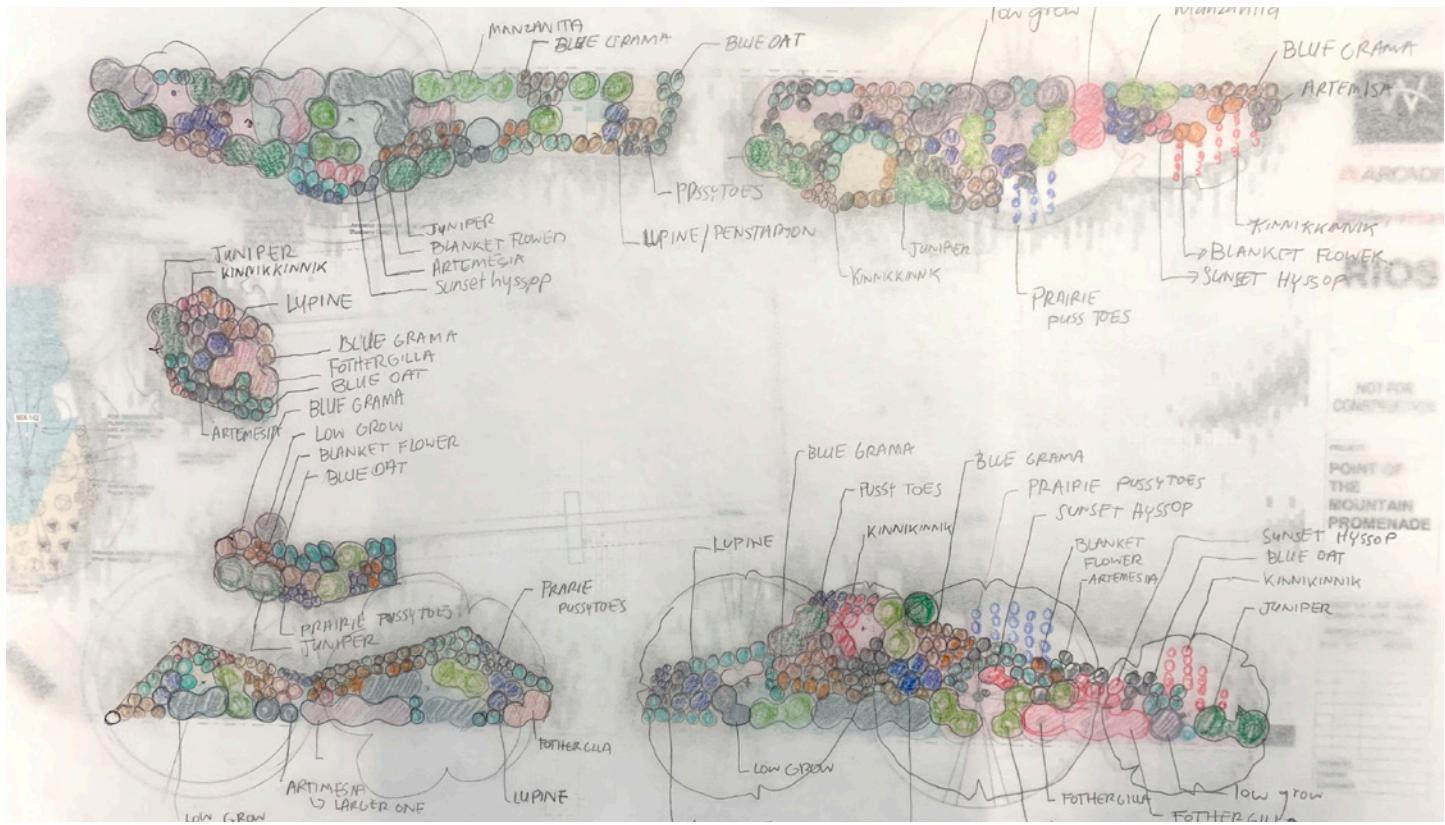
Our team at RIOS was awarded the design competition for our innovative approach, which drew inspiration from Utah's diverse ecological regions to inform the character and spatial logic of the downtown promenade. These regional ecosystems not only helped guide the overall aesthetic, but also provided intuitive wayfinding cues and a distinct sense of place.

One of the key design features I led through Design Development was the Juniper/Piñon Steppe Garden, a sculptural landscape inspired by the twisted trunks, sparse canopies, and rocky outcrops native to the region. I was responsible for the detailed planting design, including sourcing hard-to-find specimen trees and orchestrating the spatial layout of the steppe garden to enhance both its ecological integrity and experiential quality.





Layout of small sized specimen trees in the background.



Planting plan in development - Oak Woodland Mountain Foothills planting type.

Downtown Denver Skyline Park: Block 2

The reimagining of Skyline Park transforms Downtown Denver's historic linear park into a seamless, accessible surface, designed to enhance flexibility, visibility, and year-round activation. This new vision unifies the park's fragmented segments into a continuous landscape that celebrates Denver's urban outdoor lifestyle, offering a dynamic, multi-functional space at the heart of the city.

The design carefully balances contemporary placemaking with the preservation of the park's historical legacy. At its core, the iconic Halprin Sculpture is thoughtfully restored and recontextualized within a newly designed adaptive steppe garden, developed in collaboration with the Denver Botanic Gardens. This planting strategy brings ecological resilience and regional character into the urban fabric, serving both aesthetic and environmental functions.

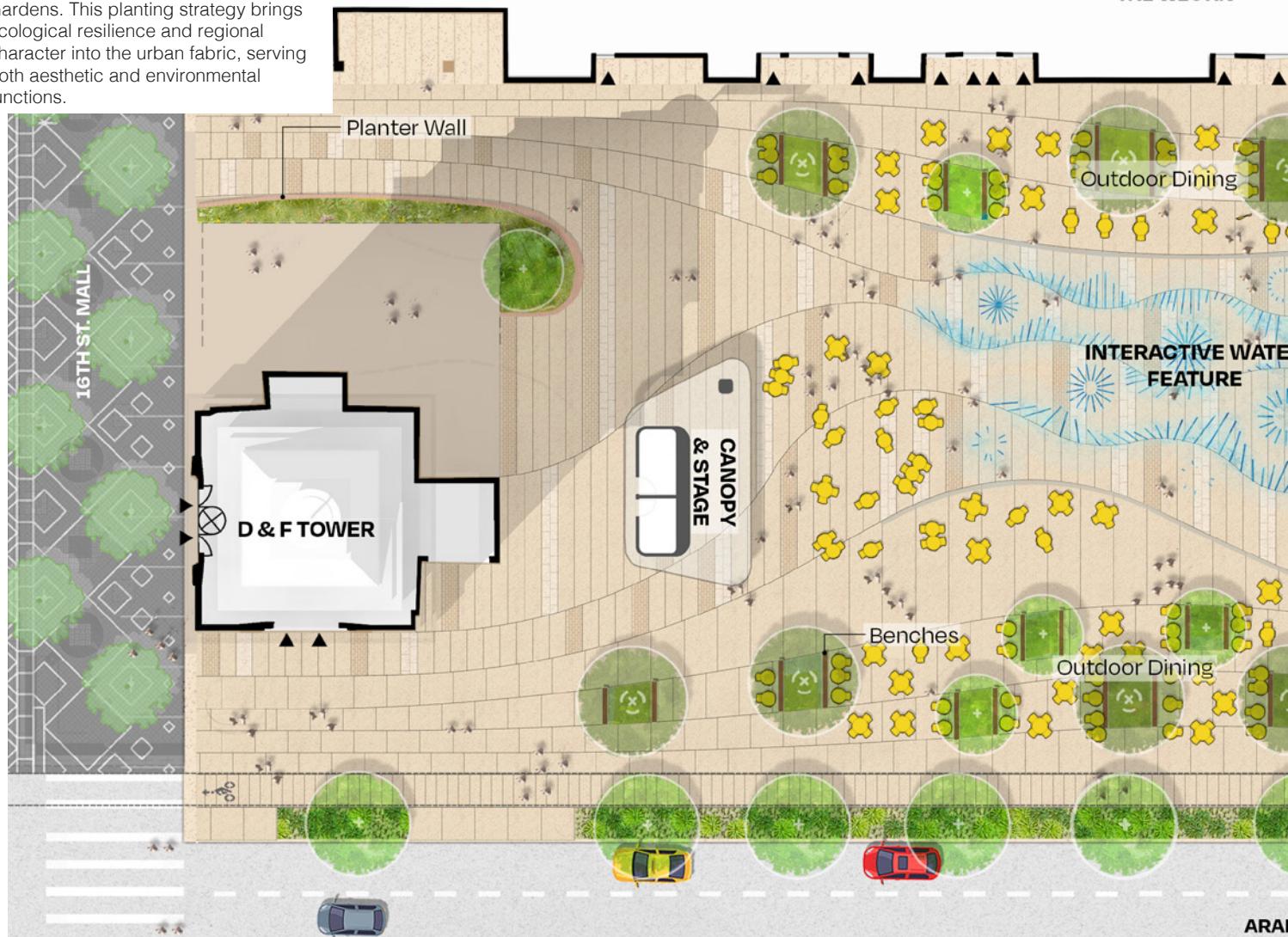


Seasonal interactive water feature, stage and events plaza.



Seasonal ice rink and winter festivities in the events plaza.

THE WESTIN





Open-air concession building and bar.



Fire pits and drink rails around the quintessential 'Colorado Garden'.



Historic Lawrence Halprin Sculpture with misters, lighting and 'Colorado Garden'.



Vertical Schools

North Melbourne Hill Primary

As urban centers densify, the demand for compact yet high-performing educational environments has given rise to the vertical school, a typology that challenges traditional notions of landscape design. The landscape for North Melbourne Hill Primary School responds to this challenge by creating a layered, multi-functional outdoor environment that supports learning, play, and social interaction within a limited footprint.

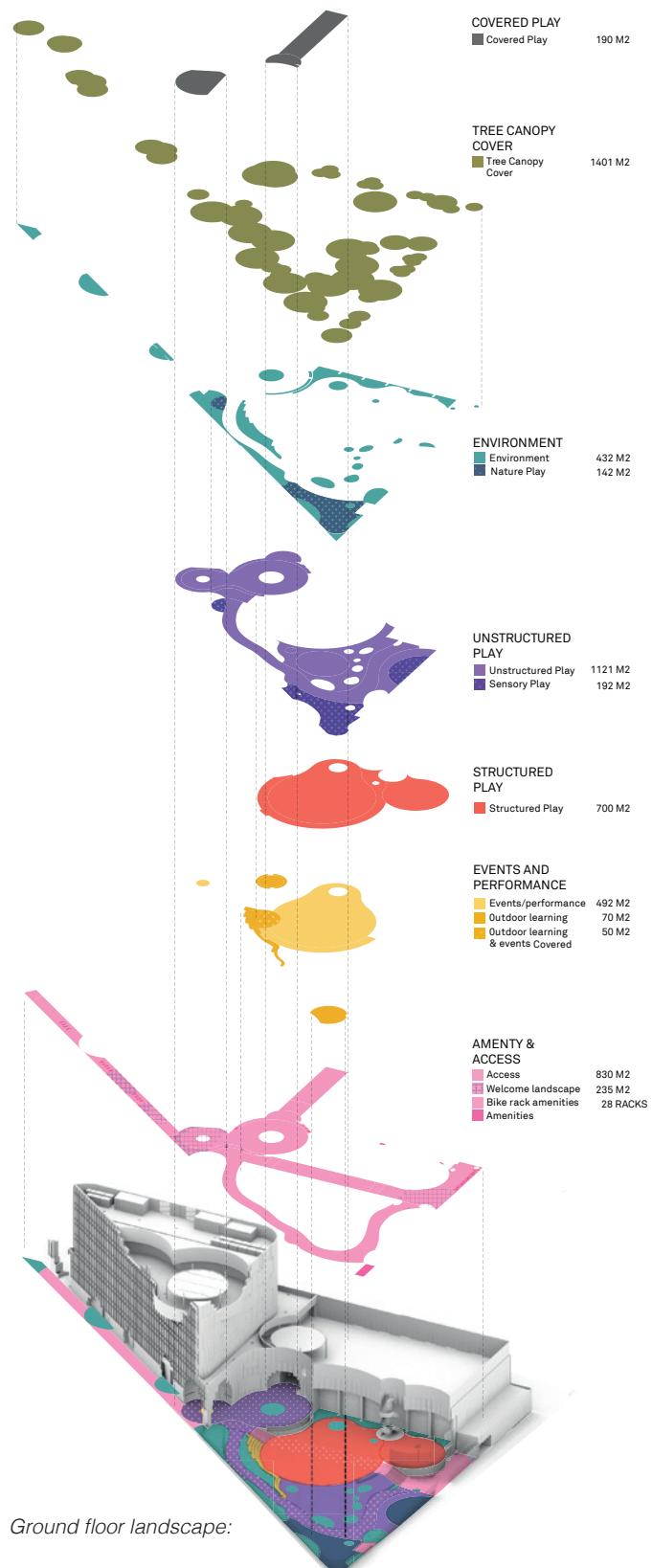
The design weaves together diverse programs, outdoor classrooms, performance areas, nature play zones, sports courts, passive gathering spaces, and quiet zones for solo play, into a flexible, puzzle-like landscape that adapts to the rhythms of the school day. From morning rush to recess to after-school wind-down, the spaces are designed to shift in use without compromising comfort, safety, or aesthetic clarity.

Surfaces and materials are selected for both their functional performance and their imaginative potential. Abstract patterns and textures invite open-ended play, encouraging students to interpret and re-interpret the space in their own ways. The landscape balances structured programming with intentional looseness, allowing spontaneity and creativity to thrive within a well-organized framework.

Landscape Criteria developed into a visual language for stakeholder & co-ordination meetings:

PROGRAM:	INFRASTRUCTURE:
OUTDOOR LEARNING	<ul style="list-style-type: none"> - GROUP SEATING - TABLES / SEATING - COVERED OUTDOOR - KITCHEN & BUSH TUCKER GARDEN - SEATING NOOKS - EXTERNAL WET AREA
STRUCTURED PLAY SPORTS & RECREATION PHYSICAL EDUCATION	<ul style="list-style-type: none"> - MULTICOURT - BASKETBALL - SOCCER - NETBALL - HANDBALL - VOLLEYBALL - ATHLETICS - BIKE / SCOOTER - SKATE
UNSTRUCTURED PLAY ACTIVE PLAY NATURE PLAY SENSORY PLAY	<ul style="list-style-type: none"> - PLAY EQUIPMENT - UNSTRUCTURED PLAY AREAS - WORK BENCH - SEATING - ORGANIC MATERIAL & VEGETATION - AGE BASED PLAY (PREP - P2) - WATER PLAY PUMP & GULLY - UNDERCOVER SANDPIT - PLAYGROUND EQUIPMENT - LOW MOUNDS & LOGS - TURF/SAFETY SURFACE PLAY AREAS - OPEN SPACE & CIRCULATION - CUBBY - REFUGE AREAS
EVENTS & PERFORMANCE	<ul style="list-style-type: none"> - TIERED SEATING - PLATFORM / STAGE - OPEN FLEXI-SPACE - POWER - WATER - AMENITIES ACCESS
SCHOOL AMENITY	<ul style="list-style-type: none"> - LOBBY (DROP-OFF/PICK-UP ZONE) - BIKE/SCOOTER PARKING - SEATING - DRINKING FOUNTAINS - SHADE ELEMENTS - COVERED OUTDOOR PLAY - EXTERNAL LIGHTING - SAFETY FENCING + GATES - CIRCULATION - STAFF SEATING - BINS
ENVIRONMENT	<ul style="list-style-type: none"> - CANOPY SHADE TREES - PERMEABLE SURFACES - WATER SENSITIVE URBAN DESIGN - BIODIVERSITY & HABITAT - NATURE PLAY
UTILITY	<ul style="list-style-type: none"> - SERVICES - STORAGE - IRRIGATION

School ground programs & overlaps:



Area schedule:



School entrance layered with a hand ball grid and reading circle planter



Running track and nature play zone, also allowing for outdoor learning spaces and recreation during lunch times

Holyoake Primary School
Victorian School Building Authority
2023 School Bundle

Our team contributed to the design of six new schools in Melbourne's growing western corridor for the Victorian School Building Authority. Grounded in clear design principles established during the master planning phase, the landscapes were tailored to support diverse educational needs and strengthen the relationship between architecture and the outdoors.

Working closely with architects, engineers, and early learning specialists, we created playful, inclusive environments featuring outdoor classrooms, active play zones, and nature-based areas for exploration. A key feature is the native bush tucker garden, encouraging connection to Indigenous culture and place.

The work shown captures the construction documentation phase for one of the schools.



LEGEND

	PROPOSED TREE	ED01	CONCRETE EDGE. REFER DETAIL	EQ01	DUAL USE BASKETBALL & NETBALL RING	FIX01	SHADE SAIL
	BOULDER	ED02	CONCRETE DOWN TURN EDGE. REFER DETAIL	EQ02	DUAL MOUND SLIDE	FIX02	BIKE PARKING
	HARDWOOD HABITAT LOG	ED03	ASPHALT/GRASS TIMBER EDGE. REFER DETAIL	EQ03	CLIMBING CUBE	FIX03	BINS WITH BIN STAND
	GARDEN BED	ED04	TOPPINGS/GARDEN/MULCH TIMBER EDGE. REFER DETAIL	EQ04	MONKEY BARS	FIX04	DRINKING FOUNTAIN
	VEGETATION PLANTING	ED05	CONCRETE SAND PIT RAMP. REFER DETAIL	EQ05	OMNITECH CE003 PLAY STRUCTURE	FIX05	OUTDOOR BENCHES
	RAIN GARDEN			EQ06	OMNITECH CE002 PLAY STRUCTURE	FIX06	FLAG POLES
	L01 HYDROSEED PERIMETER GRASS			EQ07	PARALLEL BARS	FIX07	BIKE SHED BY ARCHITECT
	L02 HYDROSEED TO INTERNAL LAWNS			EQ08	WATER PUMP & RILL	FIX08	CRICKET NETS
	L03 SPORTS FIELD GRASS			EQ09	SPRING ROCKER	FIX09	RAISED CONCRETE WICKING BED
	PV01 ASPHALT			EQ10	TRAMPOLINE	FIX10	BIN ENCLOSURE BY ARCHITECT
	PV02 ASPHALT MULTICOURT			EQ11	TURNOVER BARS	RW01	STEEL IBEAM & SLEEPER WALL REFER CIVIL FOR DETAIL
	PV03 CONCRETE			EQ12	SEATING NET		
	PV04 80MM RUBBER SOFTFALL			EQ13	PINNACLE 3M LUNAR NET		
	PV05 300MM MULCH SOFTFALL			EQ14	TALK TUBE		
	PV06 400MM SAND SOFTFALL			EQ15	SOCCER GOALS		
	PV07 SYNTHETIC GRASS						
	PV08 EXPOSED AGGREGATE CONCRETE						
	PV09 CEMENT STABILISED TOPPINGS						
	PV10 HARDWOOD DECKING						
	PV11 600MM-800MM SAWN STONE STEPPER						



Los Angeles Pierce College Child Development Academic Facility

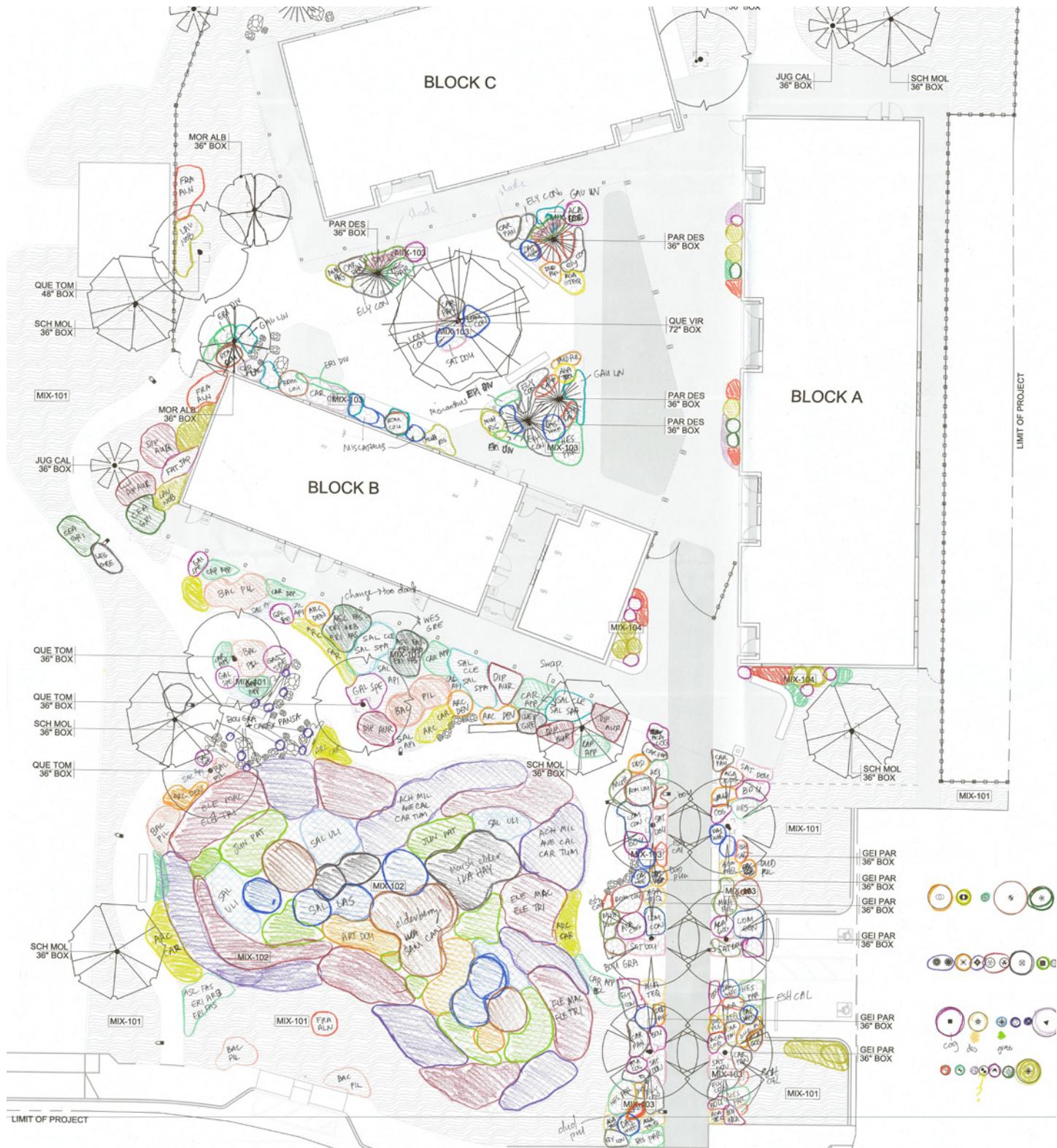
This new academic facility at Los Angeles Pierce College is a pioneering space for the study of early childhood education, designed to support intergenerational learning between college students and young children. The project centers on a dynamic courtyard landscape, where outdoor classrooms, a social patio, edible gardens, and a mud kitchen create a hands-on, immersive learning environment.

The site design integrates educational and ecological functions, with a nature discovery zone and an enhanced bio-filtration basin fronting the site. These elements serve both as environmental buffers and as informal learning landscapes, offering opportunities for exploration, observation, and rest. The planting strategy responds to the high-heat conditions of Woodland Hills, combining a bold desert garden at the entry with a transition into native coastal sage scrub along the site's perimeter.

Designed to complement the rhythms of early education, the outdoor spaces are intuitive, sensory-rich, and adaptable, offering both structured programs and unstructured moments for play and discovery.

I led this project from concept design through to construction administration, overseeing everything from site planning and planting design to on-the-ground implementation.

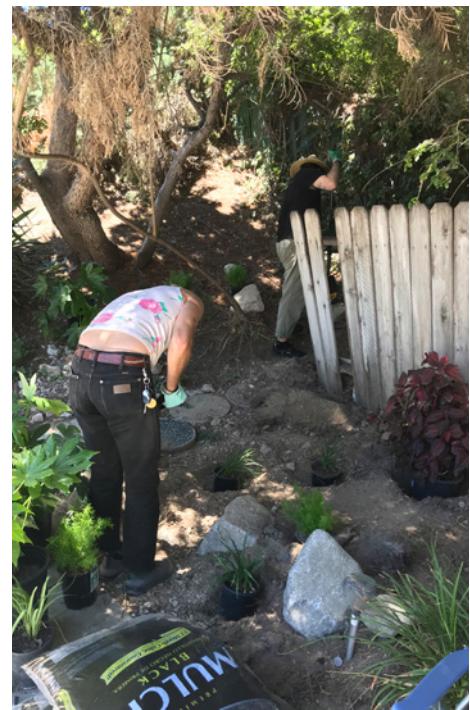




Psychedelic Swamp-town

Swamp Dogg is a cult figure and lifetime blues & country musician. For his 80th birthday a documentary crew painted his swimming pool the way he had always dreamed with his 1972 album art. They asked me to enhance his garden. We hauled 1.8 tones of Topanga boulders from a local quarry C&M topsoil and sourced plants from Four Seasons wholesale nursery. The look was to mimic the strong contrast of the pool and slide in particular. A 1970's drought and shade tolerant planting palette was orchestrated amongst rocks and small 'pebble puddles' to compliment the detail and inter-scalar qualities of Swamp Dogg's psychedelic music.





As part of the early-stage development for the TV series *Worlds Apart*, I collaborated with a team of writers to conceptualize the fictional city of Bonita Basin, a speculative urban landscape set within a meteor crater in unincorporated New Mexico. Commissioned by the show's fictional backer, 'The Wong Group,' the city blends influences from Feng Shui, Buddhism, Las Vegas, and global Special Economic Zones to create a surreal, layered setting rooted in both mysticism and hyper-capitalism.

I led the 3D modeling and animation for the project's pitch deck, building a virtual environment designed for live-action green screen production. The visual language is intended to be post-produced through VHS compression, evoking a retro-futurist, sci-fi aesthetic. The series is currently being pitched to production companies as a hybrid of physical performance and virtual set design.



Bonita Basin Wong Group Headquarters.



Bonita Basin aerial view including a business park, 9 hole Golf courses behind the adobe style casino.

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industry skills:

- AutoCAD/LandFX
- Revit
- Adobe Design Suite (Photoshop, Indesign, Illustrator)
- Adobe After Effects
- Rhinoceros 3D/Sketch Up
- Lumion/Enscape
- Excel/Procore
- Microsoft Office
- Midjourney
- Bluebeam

basic skills:

- AutoDesk Maya
- Grasshopper Rhino Plug In
- Dynamo

personal attributes:

- Excellent public speaker
- Committed work ethic
- Experienced group facilitator
- Communicating complex systems
- Award winning material and plant investigation.
- Hand drawn rendering
- Rigorous and informed researcher
- Open minded and funny
- Experimental, determined to find new aesthetics/concepts through research and drawing and model making.

education:

- Masters of Landscape with Distinction Architecture at RMIT graduated from RMIT 2015.
- Bachelor of Design (Landscape Architecture) with Distinction, graduated from RMIT 2011.
- Victorian Certificate of Education, graduated from Princes Hill Secondary College 2008.

publications, awards & merits:

- Co-editor of *Kerb 21 - Journal of Landscape Architecture Uncharted Territories*
- **RMIT Landscape Architecture Design Research Practice Prize:** To the graduating student in the Master of Landscape Architecture for the best Landscape Architecture practices in LA MA Projects A and B in 2014 academic year.
- **Taylor Cullity Lethlean Landscape Architects Student Prize:** To the Landscape Architecture student whose graduating design project shows an outstanding level of innovation as judged by an independent panel in 2014 academic year.
- **Responsive Cities Symposium, Barcelona, Spain 2016:** Submission was featured with a 20 minutes presentation and panel discussion.
- Selected by **SWA** to partake in the **Landscape Forms XTREME LA CHALLENGE** design charrette, looking at resilient landscape solutions for a culturally, architecturally and economically significant part of Miami Beach in 2018.

references:
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 @: lpauer@thevgl.net

Sarah Hicks

Founding Principal at Bush Projects
 @: sarah@bushprojects.com.au

Nate Cormier

Studio Director at Rios
 @: nate@rios.com

experience:
Jan 2015 (6 months)

Intern at Stoss Landscape Urbanism

Aug 2015 (1 year)

Graduate Landscape Architect at Hassell Studios

Apr 2016 (1 year)

Graduate Landscape Designer at OUTR &
 Sessional tutor at RMIT

Jan 2018 (2 years)

Landscape Designer at SWA Group

Apr 2020 (9 months)

Independent Contractor at Peachy Green Garden Architects

August 2020 (1 year)
Landscape Designer at Bush Projects

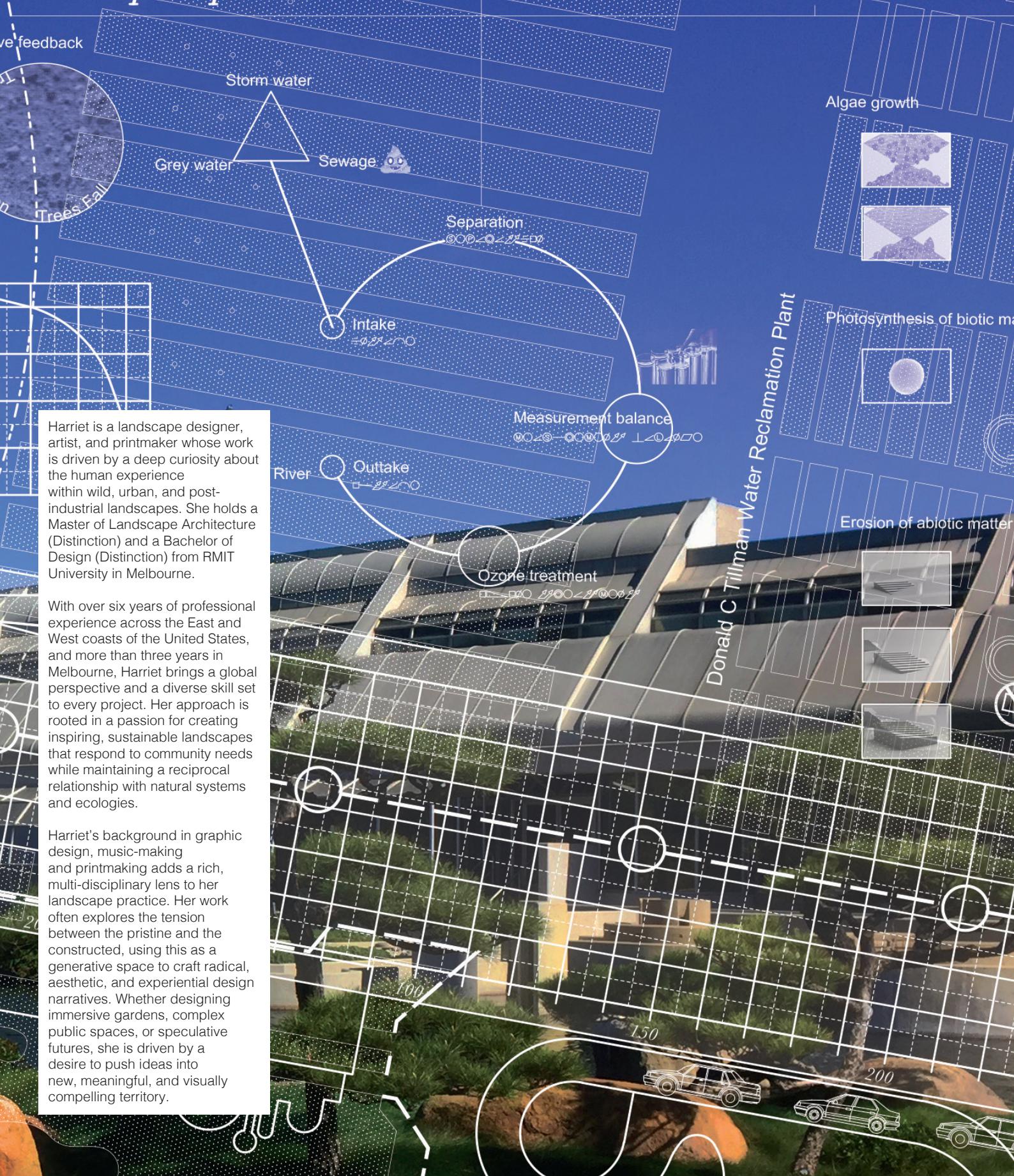
Design and documentation of six primary school grounds across Melbourne's western suburbs, alongside residential garden projects. Responsibilities included developing site-specific design solutions, preparing construction documentation and details, and producing graphic presentations for city stakeholders. Gained hands-on experience with project budgeting, cost-benefit analysis, and custom furniture design. All design documentation and 3D modeling were completed using Rhinoceros.

January 2020 (1.5 years)
Research Fellow at The Vertical Geopolitics Lab

This part time position involves the 3D modeling 23 medieval political structures across the globe ranging from castles, forts, trade ports, customs buildings to eventually be 3D printed for an exhibition at the AA School. Experiences have also involved teaching an intensive for the Venice Biennial which has been postponed.

August 2021 (3.5 years)
Project Director at Rios

Held a multifaceted role spanning design competitions, construction documentation, and community engagement initiatives. Trusted to independently lead projects, including the full design of a children's education facility at Pierce College from concept through to completion. Frequently represented the firm in public-facing roles, interfacing directly with clients, stakeholders, and community groups. Provided mentorship to junior staff, guiding the development of planting plans, visual presentations, and overall design direction, while also sharing and developing effective team workflow procedures. This position deepened skills in project leadership, client communication, and collaborative team development within a fast-paced, multidisciplinary studio.



Harriet is a landscape designer, artist, and printmaker whose work is driven by a deep curiosity about the human experience within wild, urban, and post-industrial landscapes. She holds a Master of Landscape Architecture (Distinction) and a Bachelor of Design (Distinction) from RMIT University in Melbourne.

With over six years of professional experience across the East and West coasts of the United States, and more than three years in Melbourne, Harriet brings a global perspective and a diverse skill set to every project. Her approach is rooted in a passion for creating inspiring, sustainable landscapes that respond to community needs while maintaining a reciprocal relationship with natural systems and ecologies.

Harriet's background in graphic design, music-making and printmaking adds a rich, multi-disciplinary lens to her landscape practice. Her work often explores the tension between the pristine and the constructed, using this as a generative space to craft radical, aesthetic, and experiential design narratives. Whether designing immersive gardens, complex public spaces, or speculative futures, she is driven by a desire to push ideas into new, meaningful, and visually compelling territory.